

# MAQUIS

## print&play

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### COMPONENTS:

1 game board (town map)

5 Maquis (white), 5 Milice (blue), 5 Soldier (red) units counters. Meeples or pawns of 3 different colors can be used as replacement for unit counters.

24 Item counters (4 each of Weapons, Money, Food, Intel, Medicine and Explosives). Eurocubes of 6 different colors can be used as replacement for item counters.

6 Mission cards (+2 blank cards if you need your own missions)

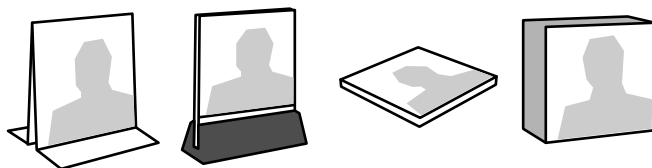
10 Patrol cards

1 card with Morale and Soldiers track

1 quick reference card

6 Spare Room tiles

6 Mission markers, 1 Turn counter, 1 Morale counter and 1 Soldiers counter (can be replaced with any small pieces like eurocubes)



Unit counters can be assembled in 4 different ways: folded stand, with plastic stand, square counter or square counter on wooden block. Remove bottom part for square counters.

### DIFFERENCES FROM ORIGINAL VERSION

- Arrow symbol has been removed in location where you don't need to spend resources. Example: on Doctor location you get 1 Medicine without spending anything.

- White meeple symbol (which meant 'Action') has been removed as well since action is required in all locations and Spare Rooms.

- Orange shield with star symbol is used to indicate locations where you get resources without need to return your agent to Safe House. It serves the same function as previously used red arrow.

- Rectangles on Mission cards are Tasks you may complete with one of your agents placed on card. You may complete one Task on card per turn (because it is an Action). Resource symbols within rectangle show resources you need to spend for to complete the Task. Numbers in yellow rectangles indicate order in which you need to complete Tasks. You need first to complete all tasks with lower number, then next higher number. In order to mark the task as complete place Mission marker on it.

**AID THE SPY**

A British spy parachuted in a few days ago, and he needs your help to provide him with equipment and supplies to help him carry out his mission.

**ASSASSINATION**

First complete your other goal, then kill enough Milice units that the town is patrolled only by Soldiers.

It's bad enough that you have to live under the yoke of the occupiers, but some of your countrymen are colluding with them in the Milice, a paramilitary police force. You need to send a message and teach these filthy collaborators a lesson.

**DESTROY THE TRAIN**

Complete the task only on turns 6-9.

You've received intelligence that the occupiers are going to be transporting Panzers along the railway near your town; You need to plant bombs to destroy the train as it passes.

**LIBERATE THE TOWN**

Have at least 3 Weapons and 4 Morale at the end of the game.

The Allies are pushing forward towards your town. If you rise up at the right time, you could ensure your town emerges from the war unscathed... but for that, you need weapons and courage!

**SABOTAGE**

☆ - bring your man here

The occupiers run a munitions factory on the outskirts of town - you must infiltrate it and sabotage the operation however possible.

**UNDERGROUND NEWSPAPER**

It's important in times like these to get the word out - inform the population as to what's really going on and counter the propaganda of the occupiers and their lackeys.



MISSION



MISSION



MISSION



MISSION



MISSION



MISSION






MISSION






MISSION




PATROL

- 1  GROCER
- 2  POOR DISTRICT
- 3  DOCTOR




PATROL

- 1  RADIO B
- 2  GROCER
- 3  BLACK MARKET




PATROL

- 1  PONT LEVEQUE
- 2  PONT DU NORD
- 3  DOCTOR




PATROL

- 1  RADIO A
- 2  PONT LEVEQUE
- 3  BLACK MARKET




PATROL

- 1  FENCE
- 2  RUE BARADAT
- 3  POOR DISTRICT




PATROL

- 1  GROCER
- 2  PONT DU NORD
- 3  FENCE

PATROL

- 1  RADIO B
- 2  RUE BARADAT
- 3  PONT LEVEQUE

PATROL

- 1  PONT LEVEQUE
- 2  BLACK MARKET
- 3  DOCTOR



PATROL



PATROL



PATROL



PATROL



PATROL



PATROL



PATROL



PATROL

## PATROL

1  RADIO A

2  RUE BARADAT

3  GROCER

## PATROL

1  FENCE

2  PONT DU NORD

3  PONT LEVEQUE



## MORALE

FAIL	1 5	2 4	3 4
4 4	5 3	START 3	7 2



## SOLDIERS

START 0	1	2	3
4	5	-1 Morale whenever Soldier track is advanced.	



- Money, Food, Intel, Medicine and Explosives.



- Weapon. Can be used once per turn to remove 1 Milice unit.



- Increase/decrease Morale by 1.



- Recruit 1 man from Cafe.



- Add Spare Room tile in current location (if empty)



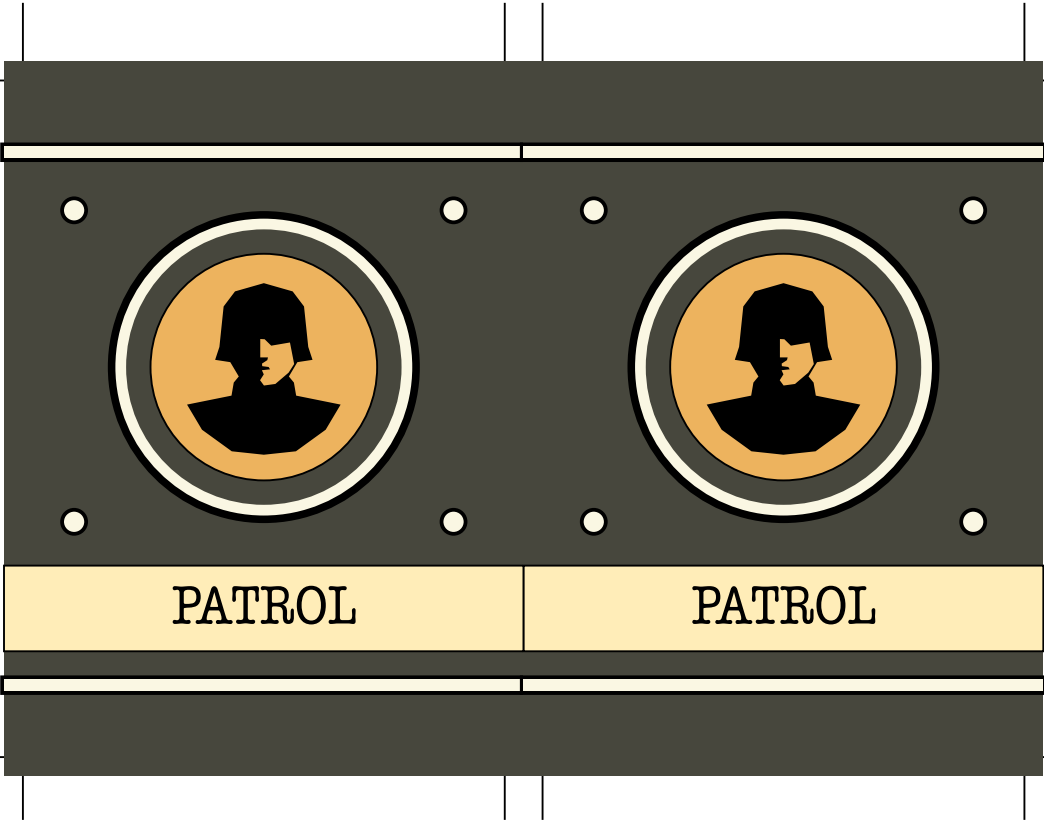
- Airdrop - add 1 Money, 1 Weapon, or 3 Food on empty Field.

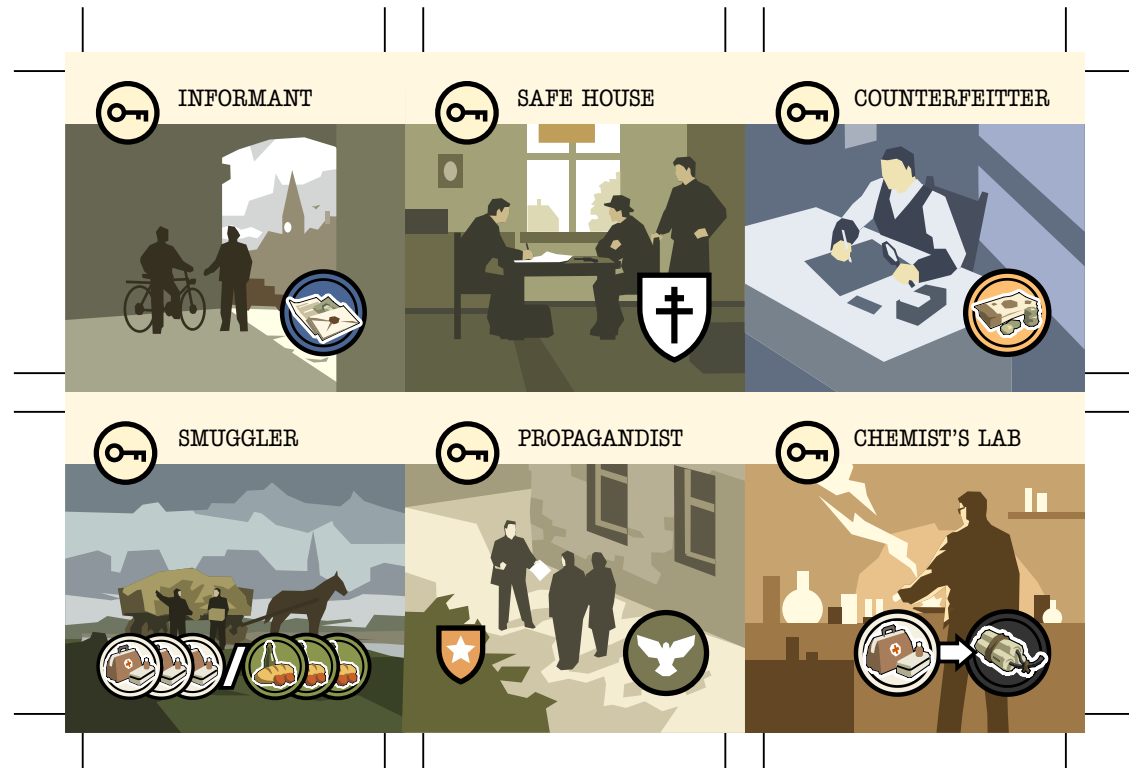


- Pick up Airdrop resources (not the same turn as Airdrop)



- May complete an action without returning to Safe House.









Item counters, Turn track counter, Morale counter, Soldiers counter, Mission markers

Print 2 copies of this page if you need 2-sided Items

